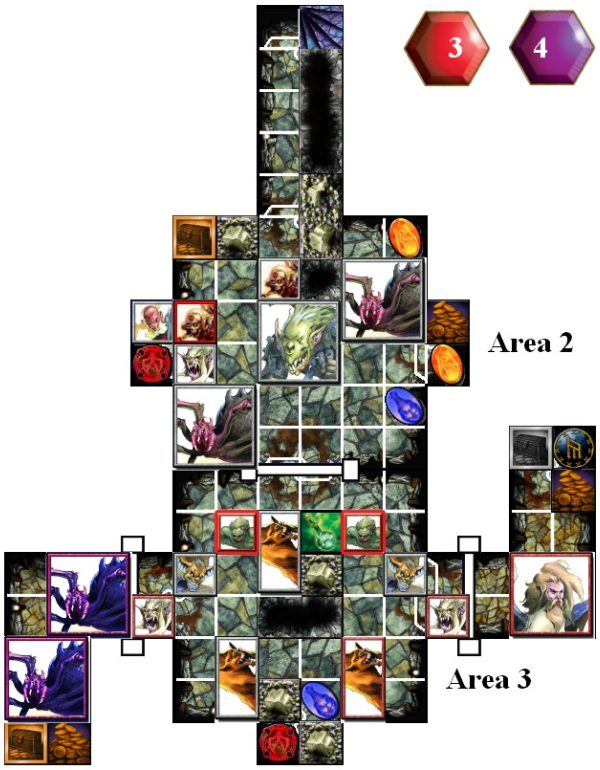
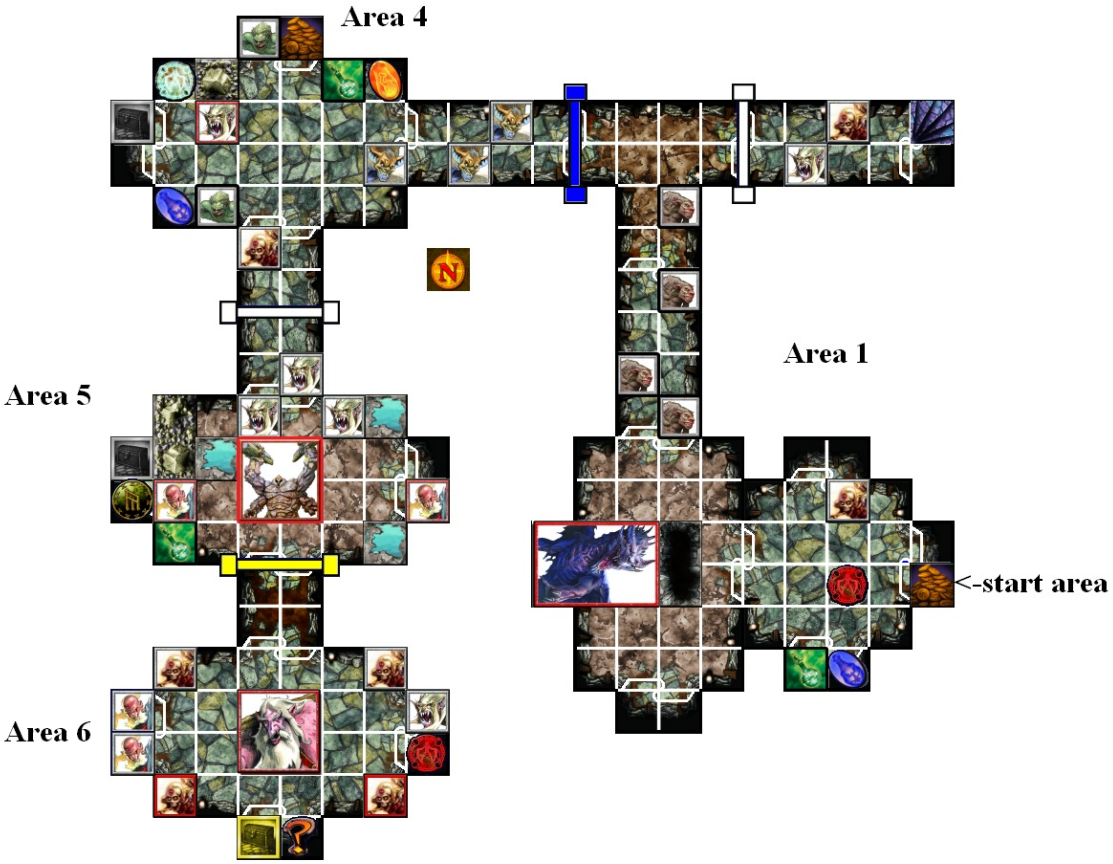
Dragon an the Giant.

Chests
copper 1: 1 curse 1 treasure 100 gold
copper 2: 1 conquest 2 curses 1 treasure
copper 3: 3 curses 2 treasures
Silver 1: 2 curses 300 gold
silver 2: 2 conquest 2 treasures
silver 3:3 curses 1 treasure 200 gold
gold 1: 1 conquest 1 treasure 300 gold
gold 2: 4 curses 2 conquest 1 treasure

LEVEL 2



LEVEL 1



^ when activated turn over Area 1's it has become active as well

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The Dragon and the Giant

By Will the great

Scenario Background

While walking in the woods you and your fellow companions stumble onto an old rune over grown with grass an weeds covered in moss. A small glow begins to grow as you reach out for the glyph a flash of light consumes all of you. Awakening in the dark you light your torches to find you are now confined in a long hallways absent of all light except the flicker an flare of your torches,stumbling to your feet the smell of earth is overwhelming you examine the walls they are moist an covered in growing roots YOU MUST BE UNDER THE FOREST, the rune that brought you here sits beside you un glowing an deprived of all color it has become inactive you turn to each other an peer down the hallway you see a marble Dragon statue with blue piercing eyes staring down at you from the murk its wings are missing and a arm but in the dark you see a gold flicker as you lift your torch it reveals a golden chest dangling weakly from a chain around its neck.....venture forth an find your way out.....or stay an die.....

Mission Goals

heroes must find the wings to the statue replace them an be rewarded for their courage explore the catacombs for clues an treasures acquire the wings an the chest an move back to the statue heros start with 300 gold and 5 conquest tokens the overlord with 4 threat and only 2 cards normal rules apply afterward.

Area 1: Dragon an the chest

The statue is made of solid marble but has a eerie feeling of living stone still in its teeth are the remnants of chain severed in two.
*when Placing dragon on board remove wings

Important: *When the heroes return to this room after obtaining the wings tell them they have succeded in finding the key replace the wings then place a master demon down the north corridor and a master manticore in the south end

Area 2: Deepening

Descending down you see a black deep just in front of the staircase it hits your nostrils with a familar reek, in the dark you see skeleton archers pacing back in forth before a huge omnious shape, its the what is making this stench its an OGRE!

Area 3: Razorwings an Hellhounds

As the heroes enter the room razorwings howl over head the hellhounds snarl an scrape the ground with fire in their eyes as smoke pours from their snouts.

Once the blue key is picked up automatically place one master hellhound back on board it has climbed up from the pit and ATTACK first (place anywhere within 2 sqaures of pit)

Once the rune glyph has been activated it is connected to Area 1's rune. an reactivates making Area 1's useable

Area 4: Broken bones smouldering ground

Opening the Blue rune door the heroes see a winged creature screaming down the hall its another razorwing behind him they see a rotted corpse holding a broken bow they also hear the scratches of a familar foe in the deep the wretched ferox

Important: The south door will not open until all creatures are slain

Area 5: Wet ground slithering beast

Opening the door the heroes feel a cool mist wash across thier faces as a NAGA slithers on the wet ground and the howls of Beastmen mix with the mumbles of evil sorcerers

Inside the silver chest is the yellow Rune key, all creatures must be slain for it to appear.

Area 6: The giant and his prize

As the door swings open you hear a booming voice "WHO HAS COME FORTH TO CLAIM WHAT IS MINE I TORE THE WINGS FROM THAT FILTHY DRAGON STEAL IT IF YOU CAN YOU WILL FALL HERE AN NEVER STAND"

Place wings on top of gold chest,wings count as one storage item in the backpack, if hero does not have enough room he/she must drop an item to make room

Important: "A CRACKING SOUND ECHOES THROUGH THE HALLS, THE PLACE IS COMING DOWN YOU MUST RETURN TO THE BEGINING OF YOUR JOURNEY AN REPLACE THE WINGS"

Once the Dragon has been defeated the rune that brought them here glows with a brilliant light blinding the heroes as it returns them to the surface.they awake in the middle of the forest as song birds sing an deer play in the thicket.They have conquered an old legend the MArble Dragon an the giant who took his wings. The end

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